

TO: OHSAA Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Director of Officiating & Sports Management

Subject: FB Bulletin - Week 14; 11/16/22

Greetings!! We hope you had a great game & a wonderful experience during Week 13. Please review this bulletin during your pre game. It will cover items observed during Week 13. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. Observers: They have volunteered their time & expertise. One observer indicated in his report "It's always appreciative when a **Crew** listens, then goes out the 2nd half & corrects those things that were mentioned at half time". Thank them for coming. We want you to succeed!!
2. **Crew**: Remember to make the calls BIG!! CONCENTRATE on every play. Work HARD to be in the proper position to make that call. Review the GB, Pages 41 – 43.
3. Home Team: The higher seeded team is the Home Team.
4. **Observer** Comments: We had many reports praising **Crews** for their improvement from the 1st half to the 2nd half after the Observer met with them at halftime. Please "check your attitude" at the LR Door. Ask yourself, if I am a better official the 1st half of Week 14 than I was the 2nd half of Week 13. Do I look forward to the Observer's Comments this week so I will be a better official the 2nd half? When we are learning we are growing!
5. Backward Pass: Please be very patient if there is a chance that the pass is either forward or backward. If in doubt, "let the play go" & then discuss it once the ball becomes dead. The **Crew** can always decide after discussion that the pass was forward & the **R** can turn to the PB & wave it off. In most cases the **Wings** will have the best information as to direction of the pass.
6. Play Clock Reset to 40 Seconds: Do you know the 3 times that actions by the defense cause the PC to be reset to 40 seconds? We are missing these & it needs to be corrected. Please discuss.
7. GC Start & Stop: We are still having issues with **Crews** starting & stopping the GC incorrectly. There were 3 reports last weekend. Previous play runner goes OOB, penalty, & GC was wound on the ready. Runner tackled inbounds, extended injury, & GC was not wound on the ready. All 6 officials share the responsibility to know the GC status & communicate it to the **R**.
8. **Wings** IP: See GB, Pages 18 & 22. "10 YDS outside widest A player; Never inside the #'s. If A is near the SL, take steps OOB." We are still having **Wings** who's IP is on or near the SL almost every play – this is Not 7 Person Mechanics – it is 6 Person Mechanics.
9. SLOW DOWN!! SLOW DOWN!! SLOW DOWN!! Examples seen this past weekend where officials are in too big a hurry: A. Jogging to the **R** to verbalize a foul – stand & give a prelim signal to the **R**; B. Turning too quick to secure a new FB; C. **Wing** winds the GC near the SL then realizes it is a 1st down; D. Pass into the EZ & signaling TD before he/she is sure it is a catch; & E. Chasing the runner down the field & watching him rather than officiating the action around the runner. Ask yourself after each play, "was I patient" or "was I in too big a hurry". Remember – "Hustle, but do not hurry". "Let your mind digest what your eyes have seen".
10. Punt Plays & **Wings** R&R: Read the GB, P. 21, # 29, C 9 (R&R 2). A large majority of punts travel 30 YDS or less downfield. We still have too many **Wings** who want to run down the field

because they are too concerned with the DB spot. NO!! Jog downfield approximately 10 YDS then stop-n-watch. Fouls we need to do a better job of calling are BSB & BIB. **Wings** need to be watching players rather than the ball.

11. Restricted Area: HC said to the **Crew**, “Do you mean to tell me in a Regional Final you are going to call that (SL interference) & enforce it?” The **R** correctly replied to the HC, “Yes, we intend to enforce the Rules & this conversation is over.” Well done.
12. Restricted Area: Comment from a HC to OHSAA – “you have a **LJ** issuing a SLW to our side with no one on the field (granted “in the white zone”) but the other SL letting the HC “at the numbers”. We have to be consistent with both teams!! The SLW was enforced correctly by the **LJ** & a SLW needed to be called on the **HL** SL.
13. Throwing a Penalty Flag: We do not throw penalty flags at players.
14. FG Mechanics & **Wings**: Read the GB, P. 12, # 8, B 3. FG IP is different than Try-Kick IP. For FG IP stand 15 YDS wider than all KT players. Why? We all know that if the FGA is blocked, it is a live ball & can be advanced. By being 15 YDS wide, it helps to “stay out of harm’s way”.
15. Catch Signal: We never give a catch signal into the field of play – only on the SL or EL.
16. Illegal Substitution: A RT player ran off the field after ball was snapped. When the **Crew** came together to discuss it, they ruled it was the 12th player. This is enforced at the Previous Spot.
17. Ineligible Downfield: Make sure the legal forward pass crosses the NZ. A flag was thrown & fortunately, another official came in & told the official who threw the flag that the ball was caught behind the NZ. Well done & a **Crew** save!
18. **R/BJ/CJ** GC: Once we get to the last 2 minutes of the 2Q & 4Q memorize the GC Time after each play when the GC is stopped. We never know when this knowledge can be important.
19. **Crew** & GC: GC was stopped from previous play. False Start called correctly. 2 Seconds ran off the GC. Which **Crew** member can “pick this up” & correct the GC?
20. Legal Conferences: Please review 2-6-2 & 3-5-8 and enforce it. One **Wing** was observed talking to another official while the team on his SL huddled between the numbers & hash marks with multiple players standing on the hash marks. Another **Wing** was observed again talking to another official with the team on his SL huddling between the + 15 YL & + 20 YL.
21. SL Judgment: If the runner is hit near the SL & knocked back & OOB (and you give FWP ahead), the **Wing** will wind the GC & the **R** will mirror, unless it is a 1st down. The **back side Wing** must help with this play using Cross Field Mechanics by hustling into his/her HM.
22. **Wings** & GLM: On a play at the GL, both **Wings** need to sprint in to the pile in the field of play, and then look for the FB, if they do not know whether it is or not a TD. Same on close to LTG.
23. **CJ** & KO: It is important to watch the KT & RT players once the ball is kicked rather than turn your head to watch the kicked ball. And, as you watch the two teams, be cognizant of a long return by the RT. If so, start to pack pedal similar to a **BJ**.
24. OT: Remember, in OT, if B secures possession, the play is dead
25. **HL** & Down Box: Ask them to change it only after they reach the succeeding spot.
26. Try & Muddle Huddle: The **U** starts on the EL when A’s formation is a Muddle Huddle on a Try.
27. Team Box: An OHSAA Approval Letter to extend the team box during the team’s home games does not apply at neutral sites during the playoffs.

Beau & I would like to wish everyone a Happy Thanksgiving with your family & friends next weekend. We have a lot to be thankful for -- having a wonderful opportunity to be part of something as special as Ohio High School Football. And please, drive safe.